

BIG BROTHER

710



THE OMBUDSMAN OF POSTAL DIPLOMACY

Mr. Charles N. Reinsel, 120 Eighth Avenue, Clarion, Pennsylvania 16214

BIG BROTHER #70:

29 AUGUST 1968: (50 FINISHED GAMES)

THE OFFICIAL & ORIGINAL BIG BROTHER'S POSTAL DIPLOMACY GAME RATINGS!
GAMES: BIG BROTHER #1, 2, 3, 5, 6, & 7. Also: 63A, B, 64A, B, C, D, 65A, B, D, E, F, G, H,
65I, L, M, Q, R, S, T, U, V, 66B, D, E, H, I, M, N, O, R, AA, AG, AG, AI, AL, AM, AQ, AV, BC, BG,
66BK, & 67H. Add 66AU. Note: "W" denotes a regular seven man WINNER!

27 John Smythe W	1 Richard Shargrin	-1 John Sandoval
25 Charles Wells W	1 Robert Ward	-1 Gail Schow
20 James Dygert W	0 Bill Birsan	-1 Dennis Smith
20 Derek Nelson W	0 Scott Duncan	-1 Jess Steinberg
20 Monte Zelazny W	0 Jack Harness	-1 Bill Stewart
15 Don Miller W	0 Stuart Koshner	-1 Henry Stein
15 Buddy Pendergrass W	0 Greg Long	-1 William Sullivan
13 John Koning W	0 James Thomas	-1 Mehran Thompson
13 Jerry Pournelle W	0 Earl Thompson	-1 Richard Uhr
11 John McCallum W	-1 Michael Aita	-1 Richard Vaughn
10 Charles Turner W	-1 Dan Alderson	-1 Stephen Willard
8 Dan Barrows W	-1 Lon Bailes	-1 Ronald Wilson
8 James MacKenzie W	-1 Ed Baker	-2 Brian Bailey
8 Harold Naus W	-1 Brenda Banks	-2 Steve Barr
8 Charles Reinsel W	-1 Tom Bulmer	-2 Bill Christian
7 John Beshara W	-1 Thomas Byrd	-2 Dennis Frisch
7 Ed Halle W	-1 Allan Calhamer	-2 Alex Gilliland
7 Paul Leich W	-1 Mike Celestre	-2 Al Goggins
7 Bruce Pelz W	-1 Jack Charker	-2 Barry Gold
6 Alan Huff W	-1 Louis Curtis	-2 Terry Huston
6 Banks Mebane	-1 Ron Daniels	-2 Mark Owings
6 Larry Peery	-1 Sean Denahue	-2 George Parks
6 Gene Prosnitz W	-1 Alan Fisher	-2 Ron Parks
5 Tom Griffin W	-1 Sidney Get	-2 Kim Pattee
5 James Latimer W	-1 Thomas Gorman	-2 Bill Schreffler
4 Terry Kuch	-1 Ben Hendin	-2 Jerry Teeney
4 Conrad von Metzke W	-1 Wayne Heiseisel	-2 Bob Whalen
4 Rodlie Walker	-1 Monroe Jeffrey	-2 Karl Wittmann
2 Rick Brooks	-1 Bob Johnson	-----
2 Ken Davidson	-1 Clyde Johnson	-3 Charles Alexander
2 Trevor Hearnenden	-1 Mark Johnson	-3 Ron Bounds
2 Harold Peck	-1 Ted Johnstone	-3 Arthur Canfil
2 Dian Pelz	-1 Bob Komada	-3 Paul Harley
2 Chris Wagner	-1 Robert Lake	-3 Bernie Kling
1 Lon Atkins	-1 Dave Lebling	-3 Joel Sattel
1 Donald Berman	-1 Fred Lerner	-3 Greg Warden
1 Doug Beyerlein	-1 Bill Linden	-4 John Boardman
1 Charles Brannan	-1 James Maddux	-4 Bob Cline
1 Richard Bryant	-1 Dave Mayhall	-4 Leonard Garland
1 Mike Childers	-1 John Mazor	-4 James Goldman
1 Frank Clark	-1 Pat McDonald	-4 Jerald Jacks
1 John Davy	-1 Greg Holonear	-4 Jim Sanders
1 Ken Fletcher	-1 James Monroe	-4 Dick Schultz
1 Dave Francis	-1 Steve Patt	-5 Phil Castora
1 Jack Greene	-1 Steve Powlesland	-5 Margaret Genignani
1 Ken Levinson	-1 Paul Puckett	-6 Andy Swenson
1 Peter McDonald	-1 Don Becklies	-7 Roland Tzudiker
1 Jock Root	-1 Larry Reinstein	(143 Total Players:)
	-1 Charles Roland	

NOTE: THIS WAS THE FIRST DIPLOMACY RATING SYSTEM EVER DEVISED! B.B.

BIG BROTHER #70:

27 AUGUST 1968:

REVISED CHECK-LIST OF ALL BIG BROTHER PLAYERS!

(Reads like the WHO's WHO of POSTAL DIPLOMACY doesn't it?)

Name-Game-Country-Result-Season-Year:

Alexander, Charles	2R	Quit	F-04	3E	Out	S-03			
Birsan, Edi	2F	Out	S-13	3I	Out	I-07	5B	2nd.pl.	F-07
	8A	Alive	S-05	9H	Alive	S-02	10G	Alive	S-01
Bounds, Ron	1E	Quit	S-05						
Brannan, Charles	1F	Quit	S-17						
Chalker, Jack	1A	Quit	S-05						
Champer, Robert	8T	Quit	S-03						
Childers, Michael	5T	3rd.pl.	F-07						
Connelly, Bill	8E	Alive	S-05	9I	Alive	S-02	10T	Alive	S-01
Dellbringge, Ron	9T	Alive	S-02						
Dygert, James	2T	2nd.pl.	F-13	3B-WON	s-10	6G	Quit	F-04	
Gennignani, Marg.	2I	quit	S-04	3A	Out	F-02	5T	quit	W-02
Griffin, Thomas	5R	WON	F-07	7A	Out	F-03			
Halle, Eduard	7R	WON	W-07	8I	Alive	S-05			
Hearndon, Trevor	6E	2nd.pl.	F-07	9A	Alive	S-02			
Hetsko, Don	9G	Alive	S-02	10I	Alive	S-01			
Johnson, Robert	7G	Res.	F-06	8R	Alive	S-05			
Koning, John	1G	WON	F-19	3R	3rd.pl.	S-10	4E	Alive	F-14
Lake, Robert	8F	Alive	S-05	10A	Alive	S-01			
Lebling, Dave	6A	3rd.pl.	F-07						
MacKenzie, James	10E	Alive	S-01						
Mayhall, Dave	2E	quit	S-12	4F	quit	S-05			
McCallum, John	7F	quit	F-04						
Metzke, Conrad von	11	2nd.pl.	F-19	4R	Alive	F-14	9E	Alive	S-02
Naus, Hal	1R	Out	S-04	2G	Out	S-04	3F	quit	S-01
Nelson, Derek	6I	quit	S-03						
Pournelle, Jerry	6T	WON	F-07						
Roland, Charles	4I	Alive	F-14						
Smythe, John	4T	Out	F-03						
Frebrick, Buddy	6F	Res.	S-04						
Turner, Charles	4G	Quit	F-03	10F	Alive	S-01			
Tzudiker, Roland	10R	Alive	S-01						
Walker, Rodlie	3G	2nd.pl.	S-10						
Warden, Greg	3T	quit	W-05	5I	quit	F-04			
Waterson, Paul	2A	Res.	S-01						
Wells, Charles	5G	Out	I-05	6R	Out	F-04	7E	quit	S-07
Wittmann, Karl	9F	Alive	S-02						
Zelazny, Monte	8G	quit	S-03						
	1T	quit	F-14	4A	quit	F-13			
	5A	quit	S-07	7T	Out	F-03			
	2A	WON	F-13	7I	2nd.pl.	W-07			

A total of 37 Postal Diplomacy fans have played in Big Brother.

Over half of these have returned to play in at least two games.

Edi Birsan has played in the most games-six in Big Brother.

John Koning is next with five Big Brother games.

Turkey, Austria, France, Germany, & Russia(Twice)have each been winners.

Jim Dygert, Tom Griffin, Ed Halle, John Koning, Hal Naus, & Monte Zelazny have played the above countries to win games in Big Brother.

Twenty Four persons have won postal diplomacy games. About two-thirds of these winners are, or have been, players in Big Brother games.

BIG BROTHER #70: KENNEDY GAME #9: 31 AUGUST 1968:
FALL 1902: TURKEY GETS WELL AGAIN! The WINTER 1902 moves
of RETREATS, Removals, & Builds are due- 5:30PM, FRIDAY, 13 SEPTEMBER '68.
(The removals and builds may be conditional as to the retreats!) -

ENGLAND----Fleet-Irish Sea to Mid-Atlantic Ocean

McCallum Fleet-London to English Channel
Fleet-North Sea S F London to English Channel
Army-Yorkshire to Wales

FRANCE----Army-Burgundy S A Belgium

Warden Army-Belgium S A Burgundy
Army-Spain to Portugal

Fleet-English Channel to North Sea

Fleet-Mid-Atlantic Ocean to Irish Sea (Ret. to either
Brest or Picardy)

GERMANY----(Sorry, No moves received. Since this is the second miss
Hetsko I suggest you mail a little earlier in the future! OK?)

Armies-Holland, Kiel, & Munich stand.

Fleets-Denmark & Berlin stand.

ITALY----Army-Trieste to Budapest

Connelly Army-Tuscany to Piedmont
Army-Venice to Tyrolia

Fleet-Apulia to Adriatic Sea

Fleet-Ionian Sea S F Apulia to Adriatic Sea

AUSTRIA----(Sorry, No moves received.)

Hearnden Armies-Vienna & Greece stand.
Fleet-Albania stands.

RUSSIA----Fleet-Sweden to Denmark

Birsan Army-Silesia to Berlin
Army-Budapest S A Rumania to Serbia *(Retreat to either
Army-Rumania to Serbia* ----- Galicia or Ukraine)
Fleet-Black Sea to Bulgaria(East Coast)

TURKEY----Fleet-Armenia to Sevastopol

Dellbringge Army-Bulgaria to Rumania
Army-Serbia S A Bulgaria to Rumania
Fleet-Aegean Sea to Bulgaria(South Coast)

Supply Centers Controlled By:

England-3 home, Nor (4) No change.

France-3 home, Bel, 2 Iberia (6) Build One.

Germany-3 home, Den, Hol (5) No change.

Italy-3 home, Tri, Tun (5) No change

Austria-Vie, Gre (2) Remove One

Russia-St.Pete, Mos, War, Swed, Bud (5) No change

Turkey-3 home, Bul, Serb, Rumania, Sev (7) Build Three

Note to callers with moves:

My wife and two of my four daughters are able, are willing, and have taken moves many times for the last 70 issues of BIG BROTHER. Last night some one called. (Hetsko or Hearnden??). I don't know who it was. It could have even been Koning who called later! Anyway I, and three of my family were in Ohio. In fact we stopped at John Koning's home at seven P.M. (He wasn't home!) The point is this! Just ask if someone will take your moves. But don't hang up! OK, out there????-B.B.

BIG BROTHER #70: ANNIVERSARY GAME #8: 31 AUGUST 1968:
FALL 1905: GERMANY & TURKEY ELIMINATED FROM THE MAP!
WINTER 1905 BUILDS due 5:30 P.M., FRIDAY, the 13th. of SEPTEMBER '68.

TURKEY----Army-Constantinople stands. (Army is killed!)
GERMANY----Army-Munich stands. (Army is killed!)
ENGLAND----Fleet-North Sea to Holland
Connelly Fleet-English Channel to Belgium
 Fleet-Mid-Atlantic Ocean holds
 Fleet-North Atlantic S F Mid-Atlantic Ocean
FRANCE----Fleet-Portugal to Spain(South Coast)
Koning Army-Gascony to Spain
 Army-Paris S F Brest
 Fleet-Brest hold
 Army-Ruhr to Belgium
 Army-Holland S A Rhine to Belgium (A-Holland is dead!)
 Fleet-Tyrrhenian Sea to Western Med.
ITALY----Army-Venice hold
Halle Fleet-Ionian Sea to Eastern Med.
 Fleet-Adriatic Sea S A Venice
AUSTRIA----Army-Tyrolia to Piedmont
Birsan Army-Trieste S A Budapest
 Army-Vienna to Tyrolia
 Army-Budapest S A Trieste
 Army-Serbia to Greece
 Army-Smyrna to Constantinople
 Fleet-Aegean Sea S A Smyrna to Constantinople
 Fleet-Greece to Albania
RUSSIA----Fleet-Barents Sea to Norwegian Sea
Johnson Army-Sweden to Denmark
 Fleet-Helgoland Bight S Engl. F North Sea to Holland
 Army-Kiel S A Silesia to Munich
 Army-Silesia to Munich
 Army-Galicia to Warsaw
 Army-Rumania holds
 Fleet-Sevastopol S A Rumania

Supply Centers Controled By:

England-3 home, Nor, Hol (5) Build One
France-3 home, 2 Iberia, Bel (6) Very constant
Germany-None(0)
Italy-3 home, Tun (4) Build One
Austria-3 home, Serb, Gre, Bul, 3 Turk (9) Build One
Turkey-None(0)
Russia-4 home, Rum, 3 German, Swed, Den (10) Build Two

Press Release: "From across the musical speakers of the Austrian high command comes this melody: It's getting better all the time!"

RE: BB#7 - REHASH from the Kremlin by Ed Halle.

Two factors gave me the victory here. An unshakable alliance with Italy; No one attacked or opposed me the first two years, after which I had 8 forces and my ally 6. Anglo-German preoccupation with France and Austro-Turkish lassitude were the main factors. German stab of England at the same time I hit Edinburgh emasculated any - (Cont.)

BIG BROTHER #70: ("W" - Big Brother Winner!) 26 AUGUST 1968:
 SPECIAL RATING LIST OF THE 6 COMP. B.B. DIPLOMACY GAMES:#1, 2, 3, 5, 6&7.
 9 Monte Zelazny W 1 Bob Leko
 8 James Dygert W 1 John McCallum
 8 John Koning W 0 Edi Birsan
 7 Ed Halle W -1 Ron Bounds
 7 Hal Naua W -1 Charles Brannan
 6 Tom Griffin W -1 Jack Chalker
 2 Trevor Hearnden -1 Bob Johnson
 2 Charles Turner -1 James MacKenzie
 1 Mike Childers -1 Dave Mayhall

LAST CHANCE GAME #10: WINTER 19008 27 AUGUST 1968:
 SPRING 1901 MOVES DUE 5 P.M., THURSDAY, the 26th. of SEPTEMBER 1968.

ENGLAND----David Lebling, 3 Rollins Court, Rockville, Maryland-20852
 A gamesmaster. First game in B.B. Telephone #881-4718
 FRANCE----John W. Smythe, 4207 Teri Lane, Lincoln, Nebraska - 65802
 EX-gamesmaster. 2nd. game in B.B. A Postal Winner.
 GERMANY----Edi Birsan, 48-20 39th. St., Long Island City, New York
 11104. 6th. game in B.B. Telephone #212-937-3187
 ITALY----Don Hetsko, 34 Pearl Court, Sayville, New York - 11782
 2nd. game in B.B. Telephone #567-0659.
 AUSTRIA----John Koning, 318 So. Belle Vista, Youngstown, Ohio-44509
 5th. game in B.B. A B.B. Winner. Gamesmaster, #216-799-2141
 RUSSIA----Buddy Tretrick, 3702 Wendy Lane, Silver Spring, Maryland
 20906. First game in B.B. A gamesmaster. Telephone #942-83
 TURKEY----Bill Connally, 15 Navarre Road, Rochester, New York-14621
 3rd. game in Big Brother. Telephone #?

So good luck to all and may the best man win! Come out fighting!

GAMESMASTER: Charles N. Reinsel, 120 8th. Ave., Clarion, Penna.-16214.
 Telephone #814-CA6-7205.

WINNERS GAME #4: WINTER 1914: AUGUST 1968:
 SPRING 1915 MOVES due 5:30 P.M., FRIDAY, the 13th. of SEPTEMBER 1968:
 ENGLAND(Koning)-Builds Army London
 ITALY(Nelson)-Builds Fleet Naples *(via Smythe)
 RUSSIA(McCallum)-Builds Army Sevastopol

RE: BB#7 - REHASH from the Kremlin by Ed Halle. (Concluded)
 cooperative alliance against me. I congratulate Bob Johnson for holding out as he did against odds. Also to Greg Warden for a game fight. It was a quick, well handled game. Thanks for the chance Charles.

24 August(pm)-Quote from a letter signed by Charles Wells. (1968)
 "Reinsel quotes me as saying his rating system is the best. Well I still think so." (Underlines were his.)

Ed:-Thank you Charles. This was the first statement that you have made for about a month that has had any bearing or made much sense!

This Space in Memory of that part of America that died this week, so horribly, at Chicago, Illinois this week. I ask WHY?????????????

BIG BROTHER #70:

24 AUGUST 1968:

COMPILATION OF RULES TO BE FOLLOWED BY GAMESMASTER IN B.B.#:

1. Except as listed below all of the original rules as published by Games Research Inc. will be followed.
2. A precedent set in a game will be followed throughout said game.
3. No conditional moves to be accepted except where asked by the gamesmaster, in a specific situation, to speed up the game.
4. A. The rule that "A unit ordered to move, even if unsuccessful, still may cut a support" is hereby set aside if that attack is ordered to be given by a convoyed army and that convoy is then actually disrupted.
B. Moreover if the convoy is not disrupted, the direction of the attack by the convoyed army is regarded as coming from the position of the last convoying fleet, and not from the point of origin of the army.
C. The rule that "A unit ordered to move, even if unsuccessful, may stand off a single unit" is hereby set aside in the one case where an unsuccessful move to a province by a unit that is dislodged by an attack from said province will not stop another unit from following into the province.
5. Any unit attempting to move may be supported only to where it is going. If stood off it no longer has any support.
6. No gamesmaster is expected to resign. If he can publish a game then he can send in moves for this important game.
7. The decisions of this gamesmaster are considered final after two weeks or the next move has been published. However we will try to correct errors, if any, made by the gamesmaster or editor.
8. Mechanics of writing orders are the same as in the Games Research rulebook except that the following are not valid in this game.
 - A. Confusing a Fleet for an Army or vice-versa.
 - B. Naming the wrong Province or body of water.
 - C. Not naming or giving improper coast if the Fleet is moving From or To, or supporting from, Spain, St. Petersburg, or Bulgaria.
9. When two or more units are dislodged and ordered to retreat to the same place they are removed from the board.
10. Each player must send in his own moves.
11. A player must tell this gamesmaster the truth. He is expected not to tell the other players the truth. (Well hardly ever!)
12. A. Moves will be accepted by mail, special delivery, telephone, pony express, dog-sled, and in person. However any errors in communication will have to stand. Telegrams will not be accepted.
B. All players are expected to furnish the Gamesmaster with his or her correct telephone number. If you give me permission & if I am not too busy I may call you collect the evening before the deadline. However no promise is given & I'll never call after deadline.
C. You may change your move, if you desire, by any method in Rule# 12A. above, as often as you desire, limited only by the deadline date-time and the case of rule 12D. below.
D. Anytime I have moves from all of the players involved in a game, I reserve the right to compile or publish moves at that time to speed up the game or the publication of the next Big Brother. Once these moves are typed on masters, ready, to run off for Big Brother then any other move changes in said game are too late.
13. First player to get control of 18 supply centers OR a majority of the pieces on the board, at any time, WINS the Diplomacy game.

BIG BROTHER #70:

24 AUGUST 1968:

- BIG BROTHER'S RULES: Continued:
14. If, on any move, no orders are received from a player, all his forces will be considered as standing. Any such unorderd force which is dislodged, will be annihilated. An unorderd retreating force will be removed.
 15. If any player misses a total of any three (3) moves the civil government in his country has collapsed. His units stand in place and defend themselves, but do not support each other.
 16. Any player may, if he wishes, support standing units in the cases of Rules 14. & 15. above.
 17. Calhamer's "Coastal Crawl" is legal in Big Brother. Example: Fleet-Portugal to Spain (SC) & Fleet-Spain (NO) to Portugal.
 18. In Big Brother we agree that: A means Army; F means Fleet; S means Supports; & C means Convoy as per Research rule book.
 19. A country may NOT support another country's attack on its own units. (This is meant to read two different ways!)
 20. A fleet in a split province may support only the spaces to where it can legally move.
 21. When a doubly attacked force is in the space of a conflict which results in a stand-off, the attacked force lives and controls the remains of the war-torn province or body of water mixed with the blood of those who did not survive the holocaust.
 22. We do not accept Collect calls. We reserve the right to refuse letters that come "postage due".
 23. This gamesmaster believes in "Fair Play" and ethics! Rules are meant to be obeyed. Those that break rules are unAmerican.
 - A. We will NOT accept moves after deadlines.
 - B. We will NOT make moves for players who forget.
 - C. We will NOT have others move for these lazy, undesirable, players.
 - D. We will NOT help one player with game info. about another player.
 24. Only one advance or future move per player per season will be accepted and filed. Examples:
If it is time for Spring you may send in Spring & Fall moves.
If it is time for Fall you may send in Fall & Winter moves.
If it is time for Winter you may send in Winter & Spring moves.
 25. Moves shall be spelled out. A statement such as, "Use the same moves as last time, (or this time)...," is not legal in Big Brother.
 26. A. A "Draw" must have agreement of all the surviving players and the Gamesmaster. We will try to dissuade "Draws".
B. There is no such Victory as a "Win by agreement". These are not legal in Big Brother. Where other zines permit such a non-victory they will be scored as draws are scored in the rating systems.
 27. A precedent in Big Brother allows a "Fight to the Death" advance order to eliminate a retreat. Otherwise in the case of a dislodged force with a single space available for retreat, the retreat is made automatically by the G.M. and the unit must remain there.
 28. Because of Rule#17 we permit "The Crawling Retreat".
 29. The "Self standoff" is legal in Big Brother.
 30. All other situations are either covered in rules above or rulebook but of McCallums list of 32 rules if we don't permit-then forget !

So many of the newer players & gamesmasters and those searching for some sort of identity are making up (sometimes stupid) rules and naming after themselves. We will not waste time saying we don't use these.